<u>Listing of Claims</u>

The following listing of claims replaces all prior versions and listings of claims in the present application.

1. (Previously Presented) A method of rendering an image, comprising the steps of:

mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object; and

remapping the plurality of semitransparent textures respectively onto different polygons from among said plurality of semitransparent or transparent polygons which make up said object,

wherein, in said remapping step, said semitransparent textures are moved so that said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

Claims 2-4 (Canceled).

5. (Previously Presented) A method according to claim 1, further comprising the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

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6. (Previously Presented) A method of processing an image, comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons which make up an object in a display rendering area of said image memory;

mapping the texture images respectively onto said polygons; and

remapping said texture images respectively onto different polygons from among said plurality of polygons stored in said display rendering area,

wherein, in said remapping step, said texture images are moved so that said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

7. (Currently Amended) An apparatus for rendering an image comprising:

texture mapping means for mapping a plurality of semitransparent textures respectively onto a plurality of semitransparent or transparent polygons which make up an object; and

texture remapping means for remapping the plurality of semitransparent textures respectively onto different polygons from among said plurality of semitransparent or transparent polygons which make up said object,

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wherein said texture remapping means moves said semitransparent textures so that said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

Claims 8-10 (Canceled).

11.   (Previously Presented)   An apparatus according to claim 7, further comprising:

object setting means for arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

12.   (Currently Amended)   An apparatus for processing an image, comprising:

texture rendering means for storing a plurality of texture images in a texture rendering area of an image memory;

image rendering means for storing a plurality of polygons which make up an object in a display rendering area of said image memory;

texture mapping means for mapping the texture images respectively onto said polygons; and

texture remapping means for remapping said texture images respectively onto different polygons from among said plurality of polygons stored in said display rendering area,

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wherein said texture remapping means moves said texture images so that said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

13.   (Previously Presented)   A recording medium storing a program and data, said program comprising the steps of:

mapping   a   plurality   of   semitransparent   textures respectively onto a plurality of semitransparent or transparent polygons which make up an object; and

remapping   the   plurality   of   semitransparent   textures respectively onto different polygons from among said plurality of semitransparent or transparent polygons which make up said object,

wherein,   in   said   remapping   step,   said   semitransparent textures are moved so that said semitransparent textures become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of semitransparent or transparent polygons which make up said object.

Claims 14-16 (Canceled).

17.   (Previously Presented)   A recording medium according to claim 13, further comprising the step of arranging said plurality of semitransparent or transparent polygons in one or more multiple layers.

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18.   (Previously Presented)   A recording medium storing a program and data, said program comprising the steps of:

storing a plurality of texture images in a texture rendering area of an image memory;

storing a plurality of polygons which make up an object in a display rendering area of said image memory;

mapping the texture images respectively onto said polygons; and

remapping said texture images respectively onto different polygons from among said plurality of polygons stored in said display rendering area,

wherein, in said remapping step, said texture images are moved so that said texture images become associated respectively with different adjacent polygons, in a circulating manner, from among said plurality of polygons which make up said object.

19.   (Previously Presented)   A program which can be read and executed by a computer, comprising the steps of:

mapping a plurality of semitransparent textures onto respective surfaces of a plurality of semitransparent or transparent polygons which make up an object; and

remapping the plurality of semitransparent textures respectively onto different polygons from among said plurality of semitransparent or transparent polygons which make up said object,

wherein, in said remapping step, said semitransparent textures are moved so that said semitransparent textures become associated respectively with different adjacent polygons, in a

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circulating manner, from among said plurality of semitransparent
or transparent polygons which make up said object.

20. (Previously Presented) A program comprising the steps
of:

storing a plurality of texture images in a texture
rendering area of an image memory;

storing a plurality of polygons which make up an object in
a display rendering area of said image memory;

mapping the texture images respectively onto said polygons;
and

remapping said texture images respectively onto different
polygons from among said plurality of polygons stored in said
display rendering area,

wherein, in said remapping step, said texture images are
moved so that said texture images become associated respectively
with different adjacent polygons, in a circulating manner, from
among said plurality of polygons which make up said object.

Claims 21-66 (Canceled).

67. (Previously Added) A method according to claim 1,
wherein, in said remapping step, at least one of said plurality
of semitransparent textures is moved in a different direction
from another one of said plurality of semitransparent textures.

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68. (Previously Added) A method according to claim 1, wherein said object comprises a three-dimensional object.

69. (Previously Added) A method according to claim 6, wherein, in said remapping step, at least one of said plurality of texture images is moved in a different direction from another one of said plurality of texture images.

70. (Previously Added) A method according to claim 6, wherein said object comprises a three-dimensional object.

71. (Previously Added) An apparatus according to claim 7, wherein said texture remapping means moves at least one of said plurality of semitransparent textures in a different direction from another one of said plurality of semitransparent textures.

72. (Previously Added) An apparatus according to claim 7, wherein said object comprises a three-dimensional object.

73. (Previously Added) An apparatus according to claim 12, wherein said texture remapping means moves at least one of said plurality of texture images in a different direction from another one of said plurality of texture images.

74. (Previously Added) An apparatus according to claim 12, wherein said object comprises a three-dimensional object.

75. (Previously Added) A recording medium according to claim 13, wherein, in said remapping step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of semitransparent textures.

76. (Previously Added) A recording medium according to claim 13, wherein said object comprises a three-dimensional object.

77. (Previously Added) A recording medium according to claim 18, wherein, in said remapping step, at least one of said plurality of texture images is moved in a different direction from another one of said plurality of texture images.

78. (Previously Added) A recording medium according to claim 18, wherein said object comprises a three-dimensional object.

79. (Previously Added) A program according to claim 19, wherein, in said remapping step, at least one of said plurality of semitransparent textures is moved in a different direction from another one of said plurality of semitransparent textures.

80. (Previously Added) A program according to claim 19, wherein said object comprises a three-dimensional object.

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81.   (Previously Added)   A program according to claim 20,
wherein, in said remapping step, at least one of said plurality
of texture images is moved in a different direction from another
one of said plurality of texture images.

82.   (Previously Added)   A program according to claim 20,
wherein said object comprises a three-dimensional object.

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